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HIGH RESOLUTION BOTTOM CHARACTERIZATION

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D. MIKLOVIC

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## ADVANCED PROCESSING FOR BOTTOM CHARACTERIZATION

Goal: Identify and quantify dominant scattering mechanisms in bottom limited environments.

### Approach

- Produce precision high resolution scattering maps using broadband nearfield sparse array technology
- Identify classes of scattering by acoustic color
- Simultaneously measure bottom characteristics using broadband probe-pulse forward scattering technology.

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Unannounced <input type="checkbox"/>	
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Distribution / _____	
Availability Codes	
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A-1	

# BOTTOM CLUTTER HYPOTHESIS TESTING



ROUGHNESS INHOMOGENEITY	TILT MODULATION	OUTCROPPING	SUB-BOTTOM INHOMOGENEITY	GAS POCKET
<ul style="list-style-type: none"> <li>• <math>\sim k^4 S(k)</math></li> <li>• broadband</li> <li>• blue spectrum</li> <li>• left-right symmetry</li> </ul>	<ul style="list-style-type: none"> <li>• <math>\theta^4</math> slope dependence</li> <li>• asymmetric</li> </ul>	red-blue-red spatial color pattern	red spectrum related to depth	<ul style="list-style-type: none"> <li>• narrow band</li> <li>• low frequency</li> <li>• shadow zone</li> </ul>

## **WASPS**

### **Areté's Wideband Acoustic Scattering Processor System**

Incorporates advanced processing and imaging technology into a unique and important tool for low and mid-frequency applications.

#### **Features**

- Full spectrum capability without nested arrays
- Very high resolution in 3D (range, cross-range, depth)
- Precision imaging of acoustic scene
- Acoustic color classification

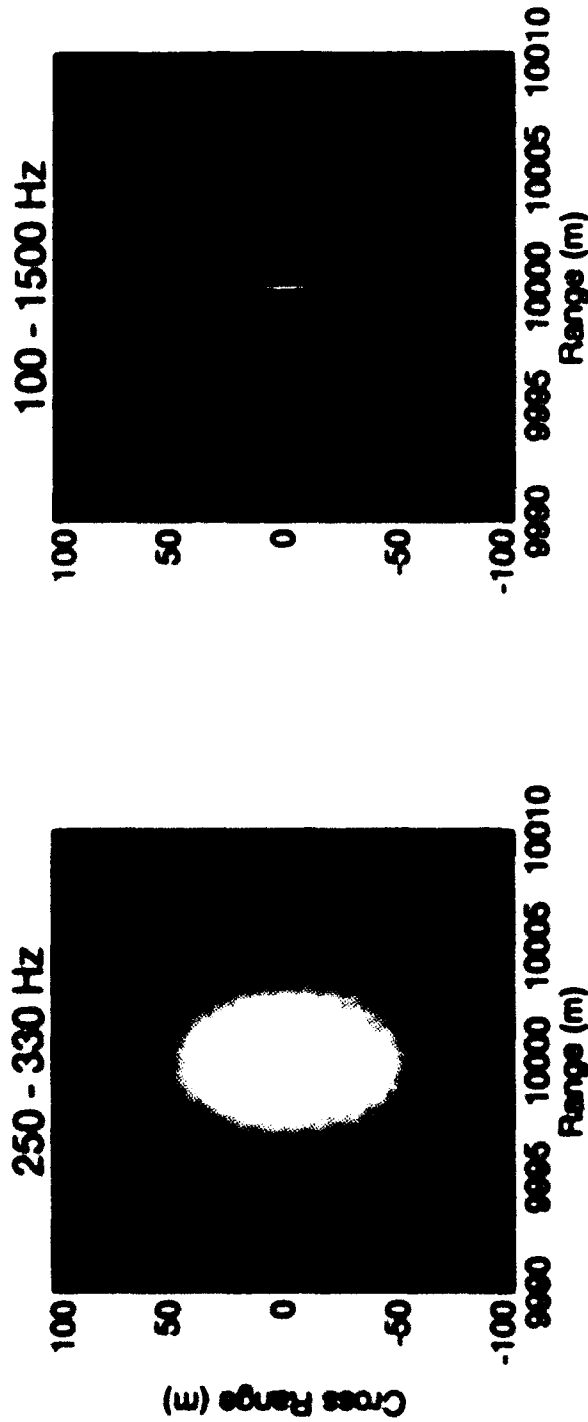
#### **Viability**

- Can exploit any array configuration
- Concepts validated on Navy and ARPA systems
- Computational requirements within capability of emerging small, low-cost multiprocessor systems.

# WASPS UNIQUE TECHNOLOGY

Technique	Effect	Utility
<b>BROADBAND BEAMFORMING (<math>\leq 200\%</math> BANDWIDTH)</b>	<ul style="list-style-type: none"> <li>Maximum temporal resolution</li> <li>Full spectrum coverage</li> <li>Uses all signal energy</li> </ul>	<ul style="list-style-type: none"> <li>LFA multipath estimation</li> <li>Frequency Diversity</li> <li>Maximal SNR for impulsive sources</li> </ul>
<b>SPARSE ARRAYS</b>	<ul style="list-style-type: none"> <li>Significantly increase angular resolution</li> <li>Not restricted to <math>\lambda/2</math> sensor spacing</li> </ul>	<ul style="list-style-type: none"> <li>Classification based on 2D structure</li> <li>Conventional arrays can be used</li> <li>Increased AG for nested configuration</li> </ul>
<b>NEAR FIELD FOCUSING</b>	<ul style="list-style-type: none"> <li>Full array gain and resolution at any range</li> </ul>	<ul style="list-style-type: none"> <li>Use in short range (5-10 nmi) shallow water applications</li> <li>Acoustic microscope (<math>&lt; 1</math> nmi)</li> </ul>
<b>EXPLOSIVE WAVEFORM DECONVOLUTION</b>	<ul style="list-style-type: none"> <li>Increases temporal resolution to the inverse bandwidth</li> </ul>	<ul style="list-style-type: none"> <li>LFA multipath classification with explosives</li> </ul>
<b>ARRAY AUTO-COHERING</b>	<ul style="list-style-type: none"> <li>Localizes array position</li> </ul>	<ul style="list-style-type: none"> <li>Full gain without elaborate measurement systems</li> <li>Left-right resolution</li> </ul>
<b>HIGH RESOLUTION IMAGING</b>	<ul style="list-style-type: none"> <li>Natural presentation of acoustic scene</li> </ul>	<ul style="list-style-type: none"> <li>Rapid operator assimilation of data</li> </ul>
<b>SPECTRAL COLOR SEGMENTATION</b>	<ul style="list-style-type: none"> <li>Presents relative frequency content of scatterers</li> </ul>	<ul style="list-style-type: none"> <li>Target and environmental classification</li> </ul>
<b>INCOHERENT DEPTH ESTIMATION</b>	<ul style="list-style-type: none"> <li>Determine contact depth</li> </ul>	<ul style="list-style-type: none"> <li>Classification and localization without matched field replica</li> </ul>
<b>MULTIPROCESSOR ARCHITECTURE AND HARDWARE</b>	<ul style="list-style-type: none"> <li>Near real time throughput</li> </ul>	<ul style="list-style-type: none"> <li>Small, low cost processor systems</li> </ul>

# Theoretical 3 dB Resolution Cell: CST MFA



$$\left| \int b(\theta, \omega) e^{j\omega t} d\omega \right|^2$$

$$\sqrt{2 \frac{c}{\Delta \omega}} = 0.27 \text{ deg.}$$

$$\frac{1}{N^2} = -42 \text{ dB}$$

Beampattern:

$$|b(\theta, \omega)|^2$$

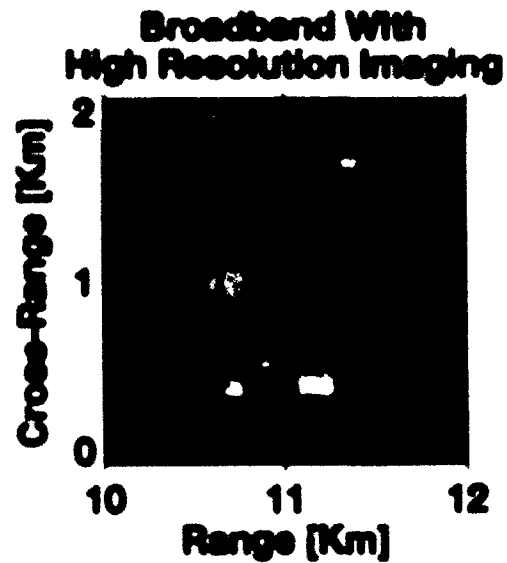
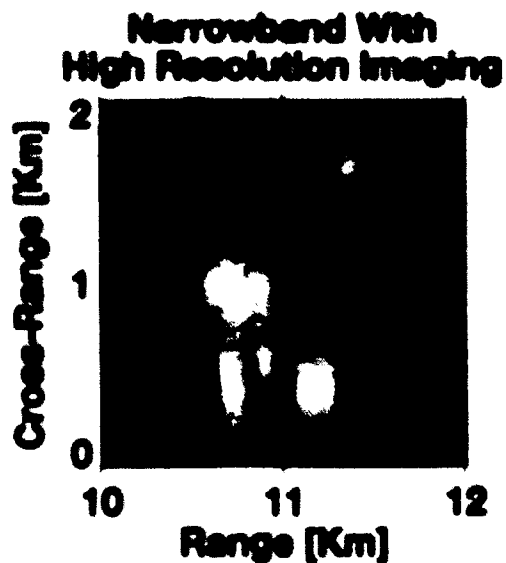
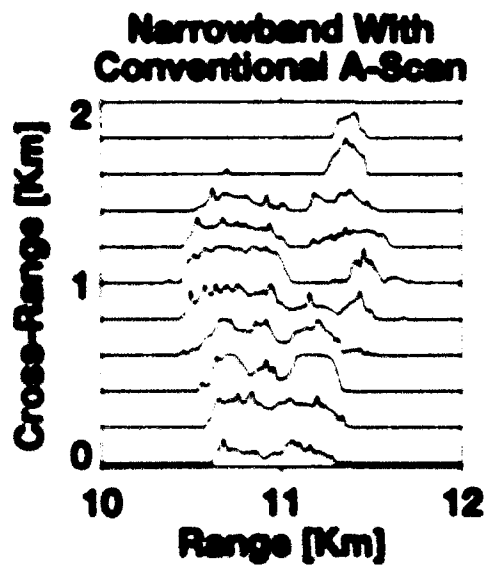
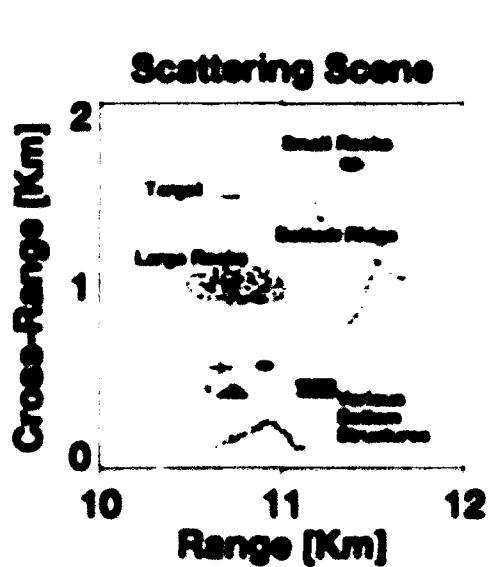
Angular Resolution:

$$\frac{\lambda}{L} = 0.93 \text{ deg.}$$

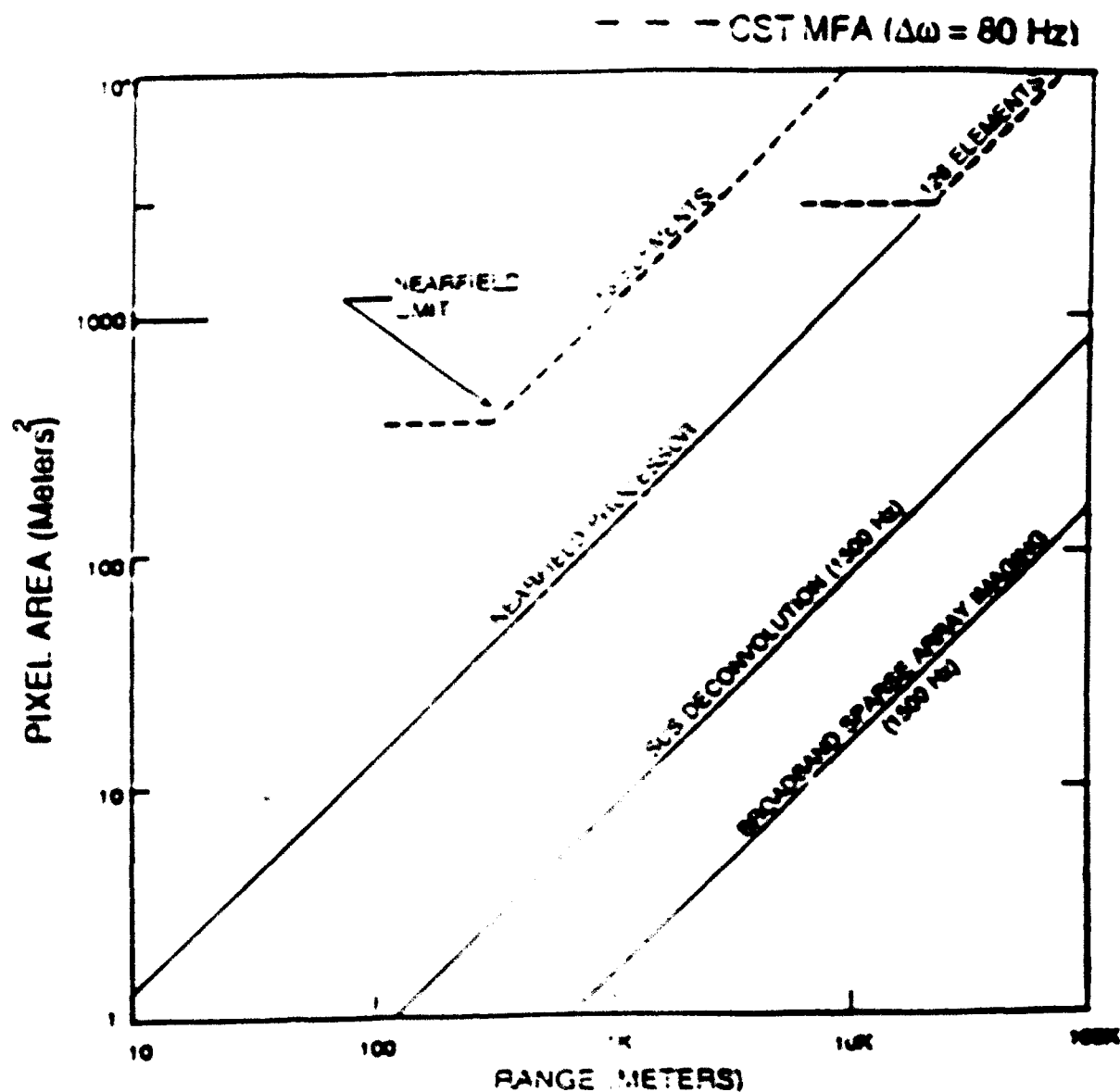
Sidelobe:

$$\frac{1}{N^2} = -42 \text{ dB}$$

## Simulated Results For The CST MFA Receiver

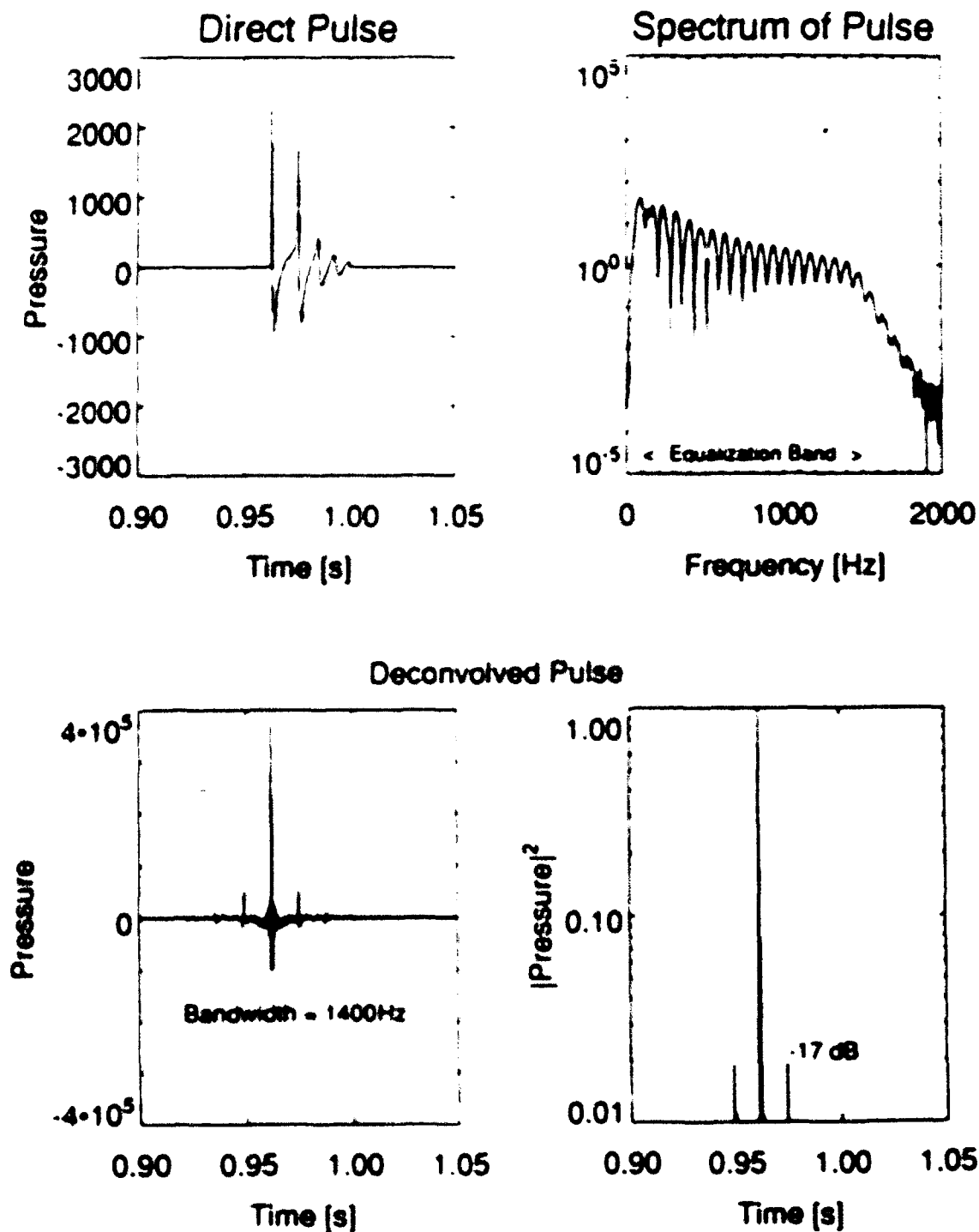


# THEORETICAL EFFECTS OF PROCESSING TECHNIQUES ON SPATIAL RESOLUTION OF CLUTTER

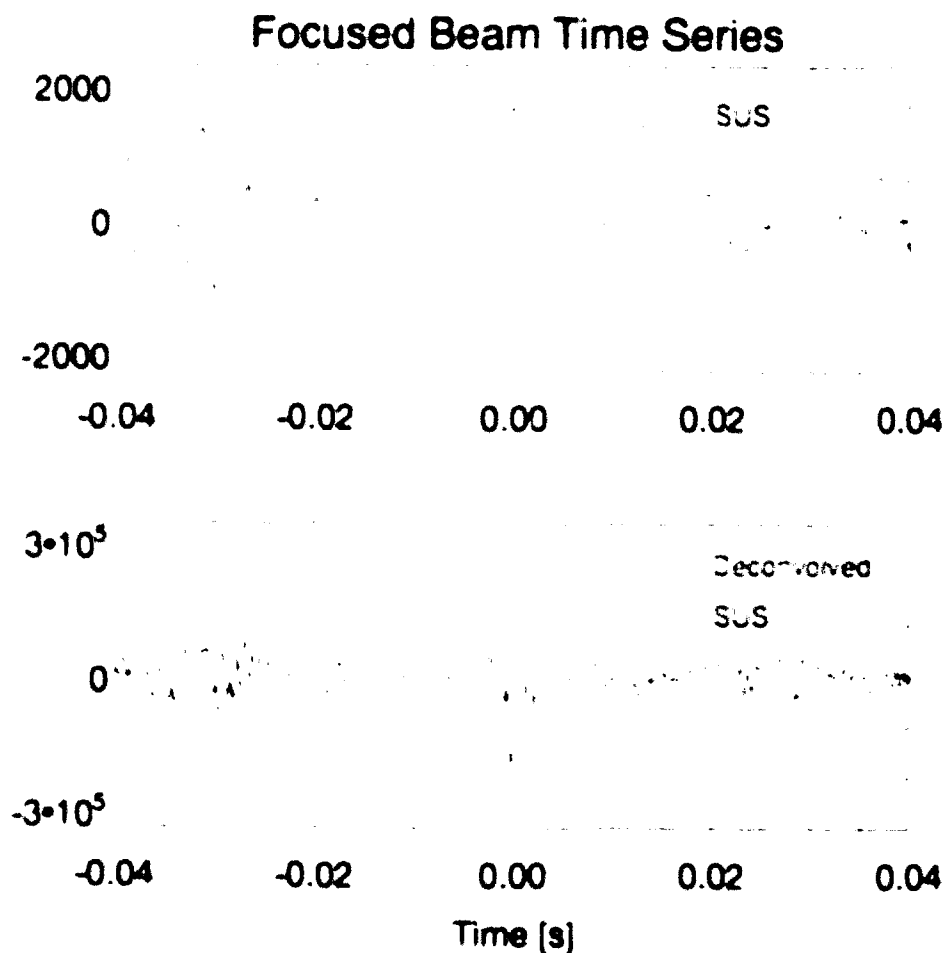
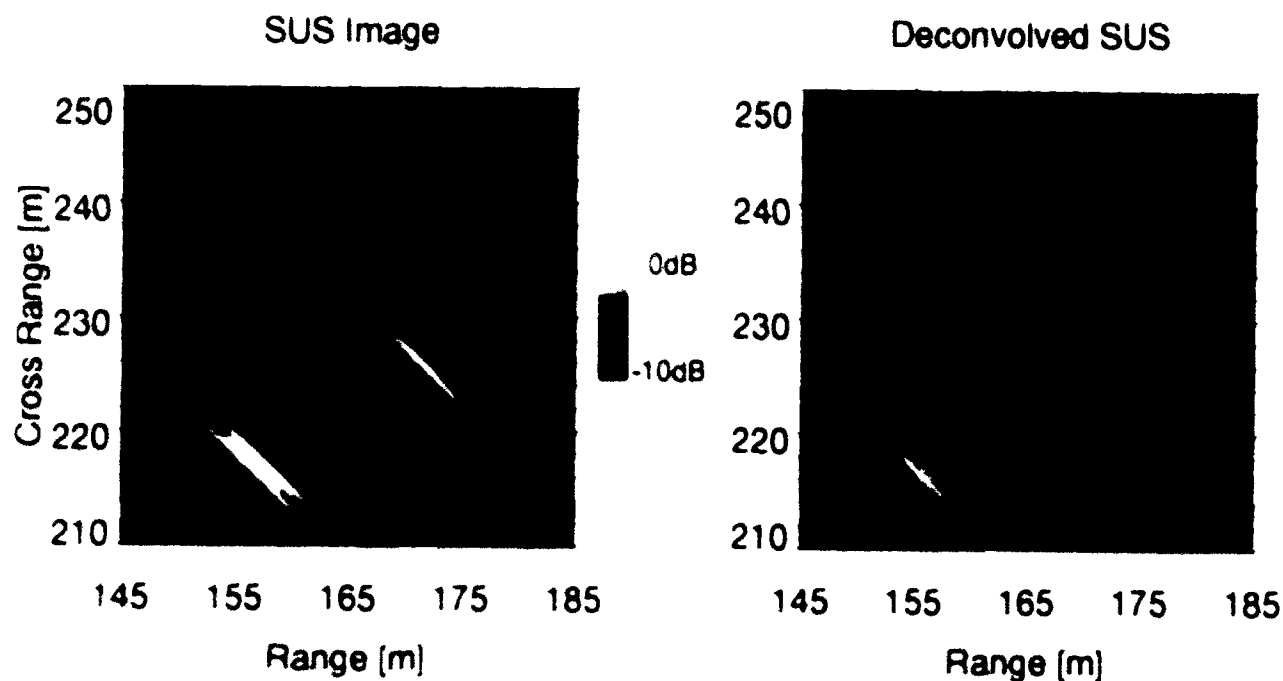




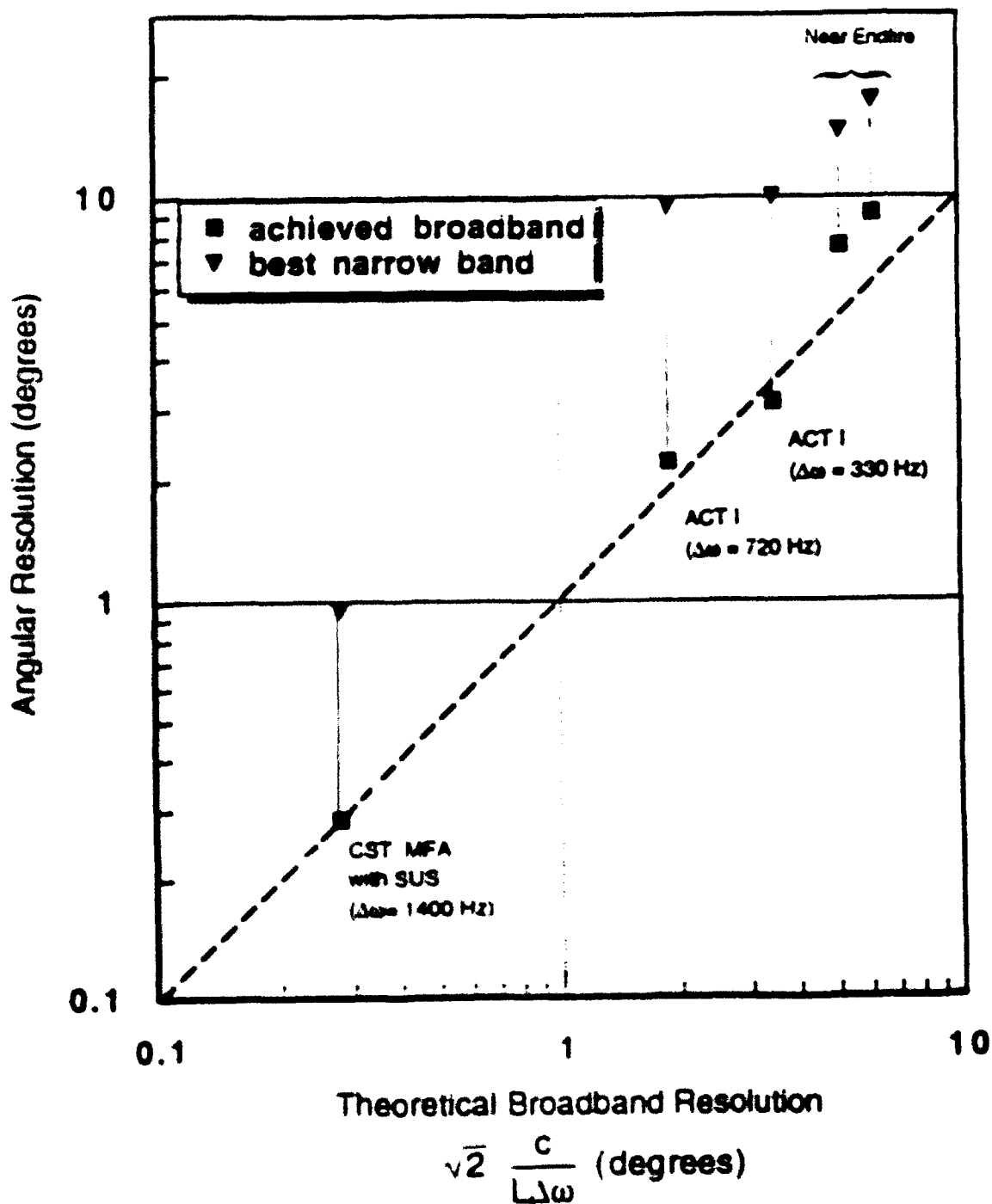
## SUS Deconvolution



## Effect of SUS Deconvolution



# COMPARISON OF ACHIEVED VS THEORETICAL ANGULAR RESOLUTION (U)



## BROADBAND SPARSE ARRAY ECONOMY

Bandwidth : 100 - 1600 Hz

DI : 12 dB

### Classical Nested Octave Design

← 120 m →	Band	Sensor Spacing
.....	100 - 200 Hz	$\Delta x = 7.5$ m
.....	200 - 400 Hz	$\Delta x = 3.8$ m
———	400 - 800 Hz	$\Delta x = 1.9$ m
———	800 - 1600 Hz	$\Delta x = .9$ m

Number of Sensors: 41

### Broadband Sparse Array Design

← 120 m →	Band	Sensor Spacing
.....	100 - 1600 Hz	$\Delta x = 7.5$ m

Number of Sensors : 17

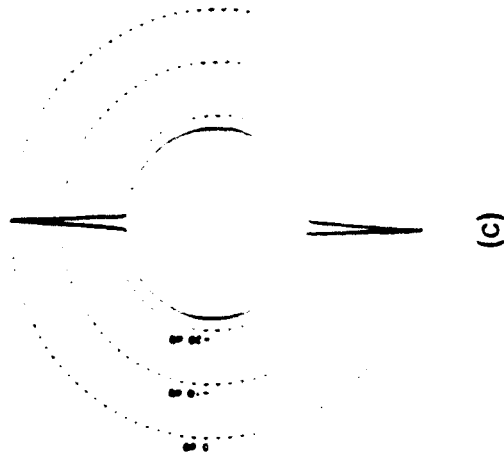
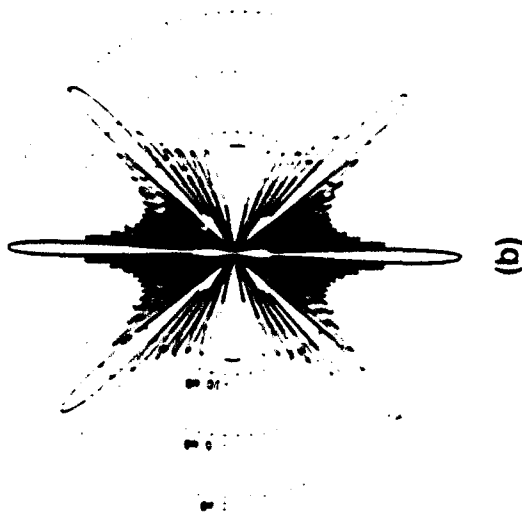
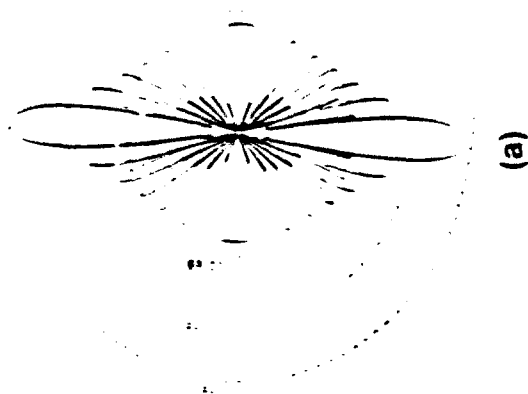
# COMPARISON OF NARROWBAND AND BROADBAND BEAMPATTERNS

## 13 Element Array Cut @ 100 Hz

CW @ 100 Hz

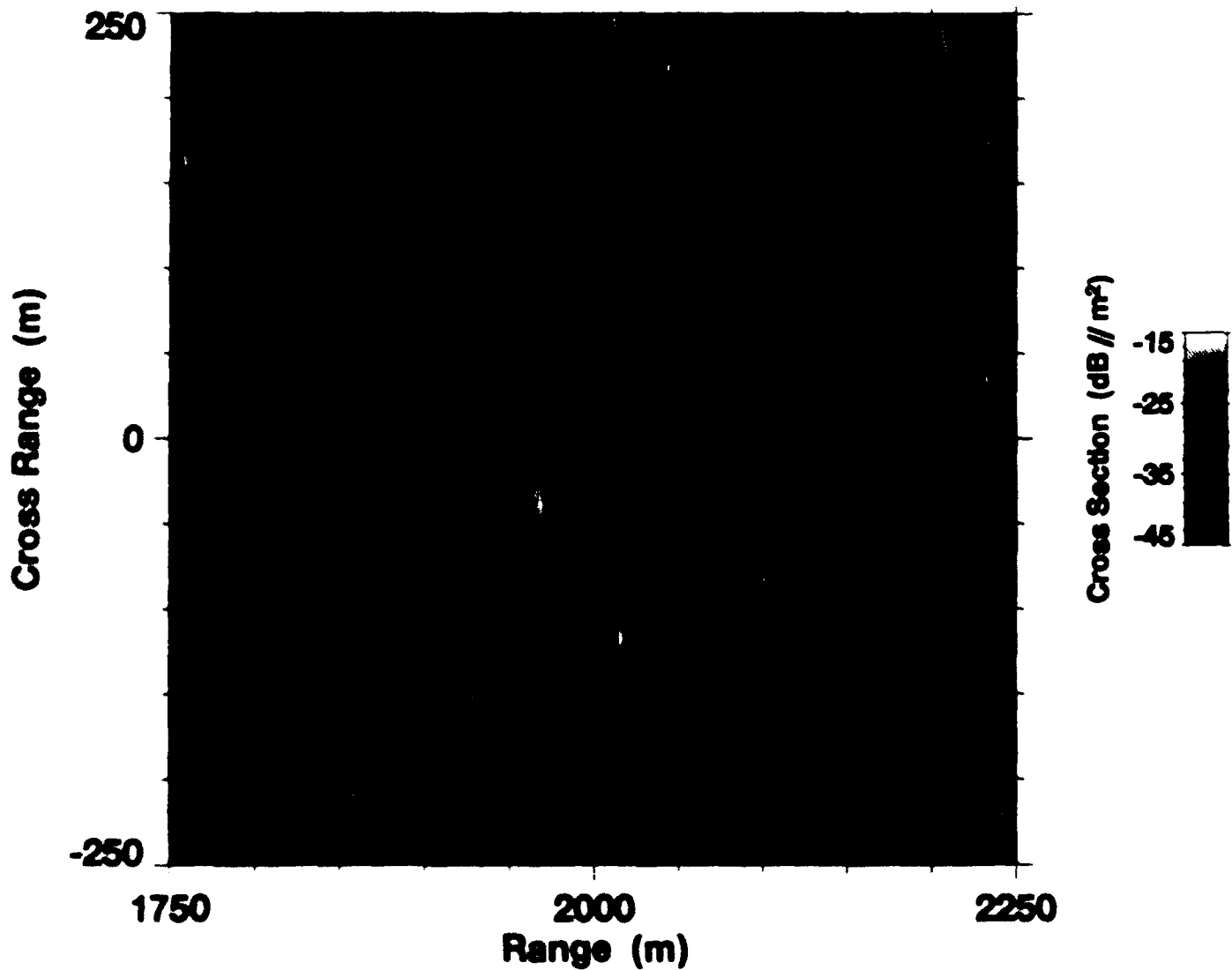
CW @ 300 Hz

100 - 1500 Hz @  $t = 0$



3 dB Beamwidth	(a)	(b)	(c)
	9.5 deg	Ambiguous	1.4 deg
Sidelobe Level	-22 dB	-22 dB	-22 dB

## CST7 Surface Reverberation 14 m/s Wind, Sea State 5

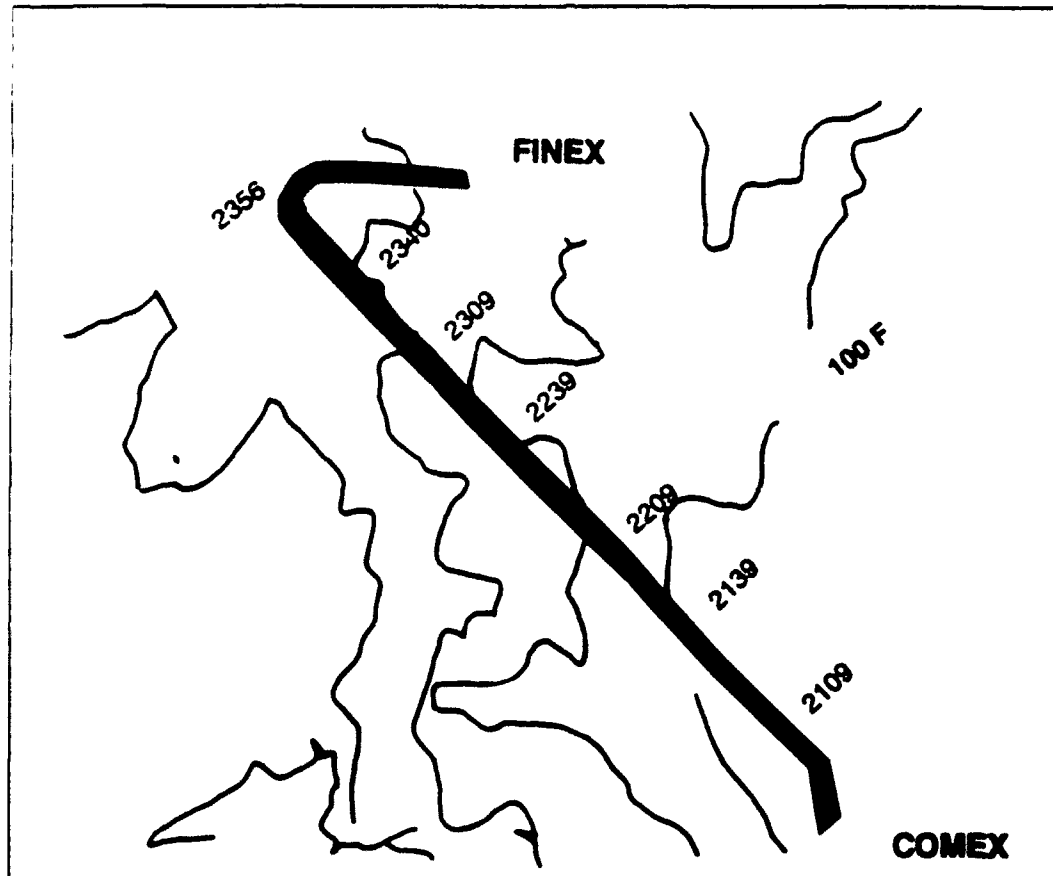


Tue Apr 13 13:38:16 1993

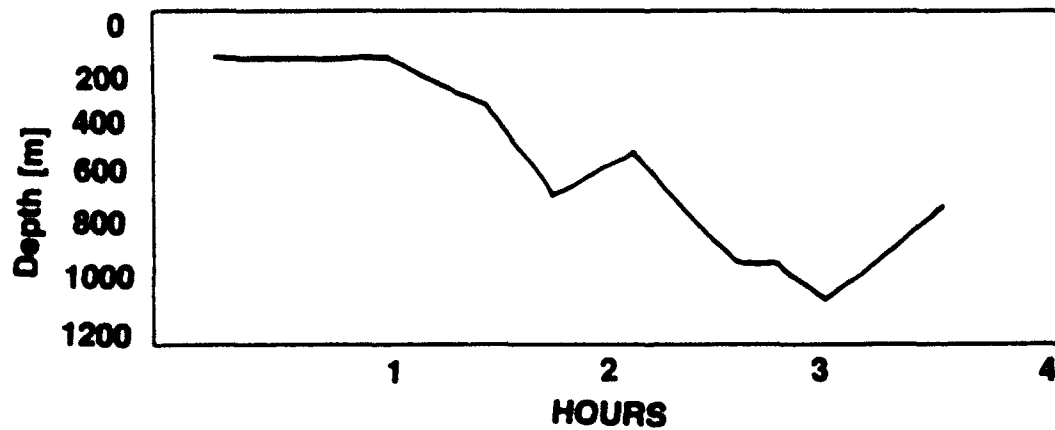
~debbie/sdsk/s12b04rv.ps

# CST-7 PHASE 3 RUN 21A

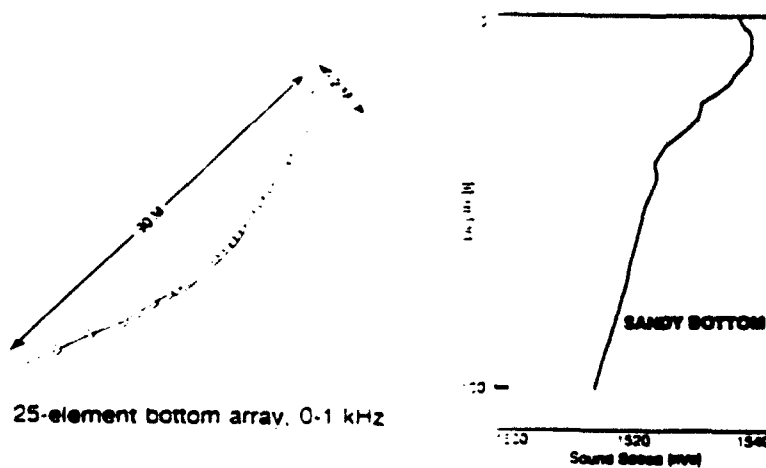
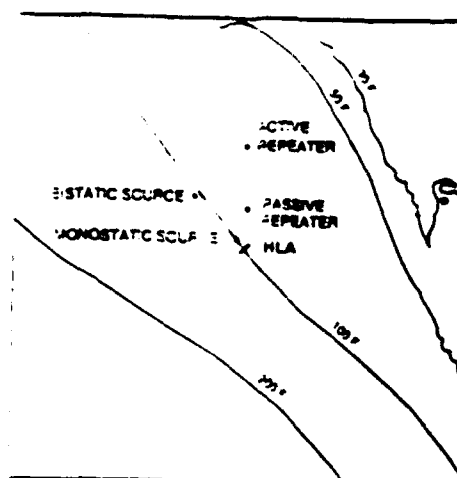
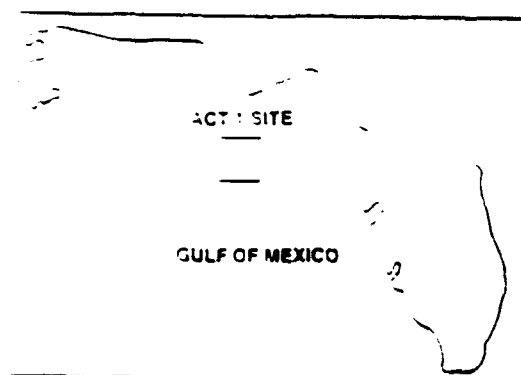
## RUN TRACK



## DEPTH TRACK

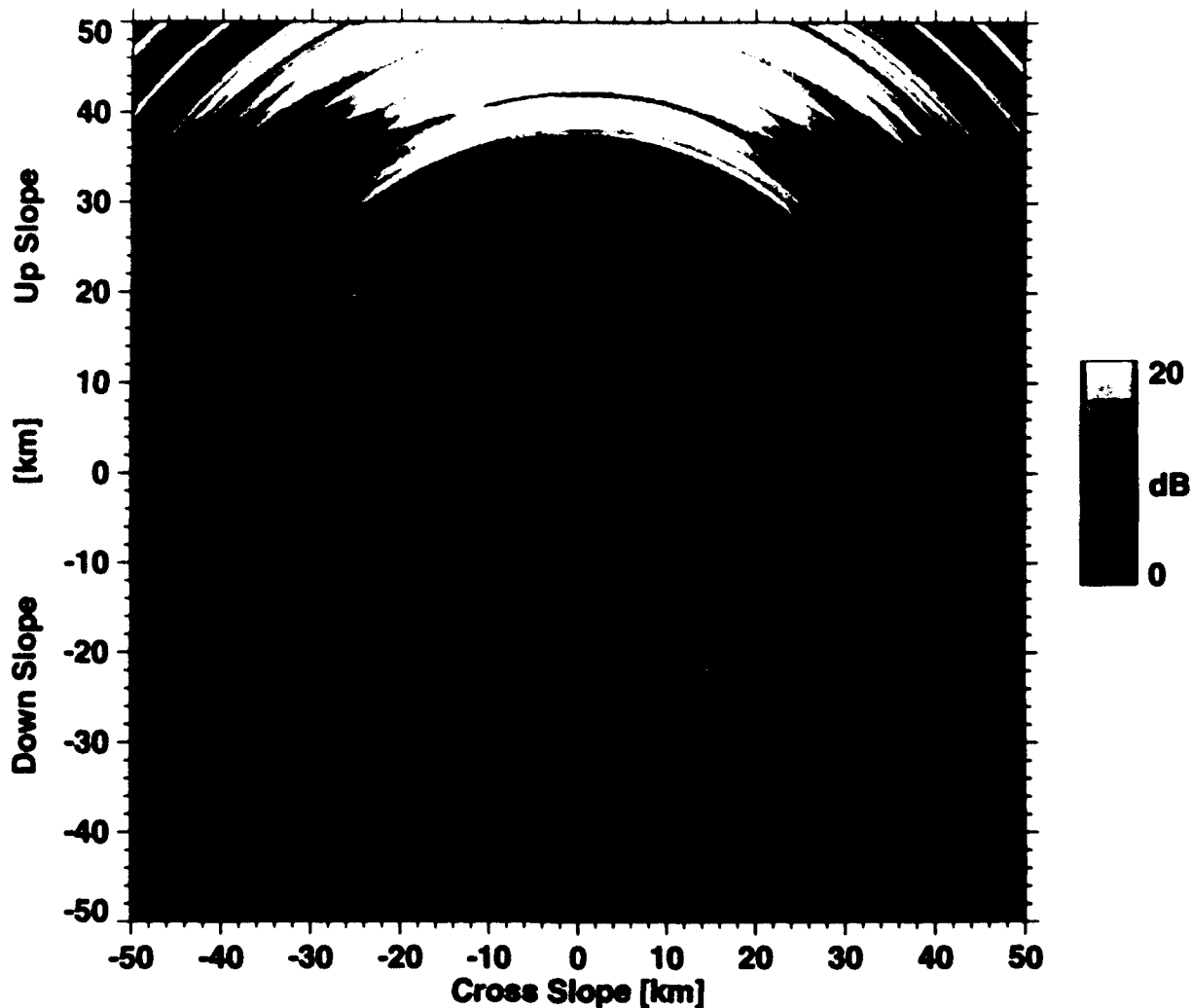


# DARPA ACT 1 CONFIGURATION





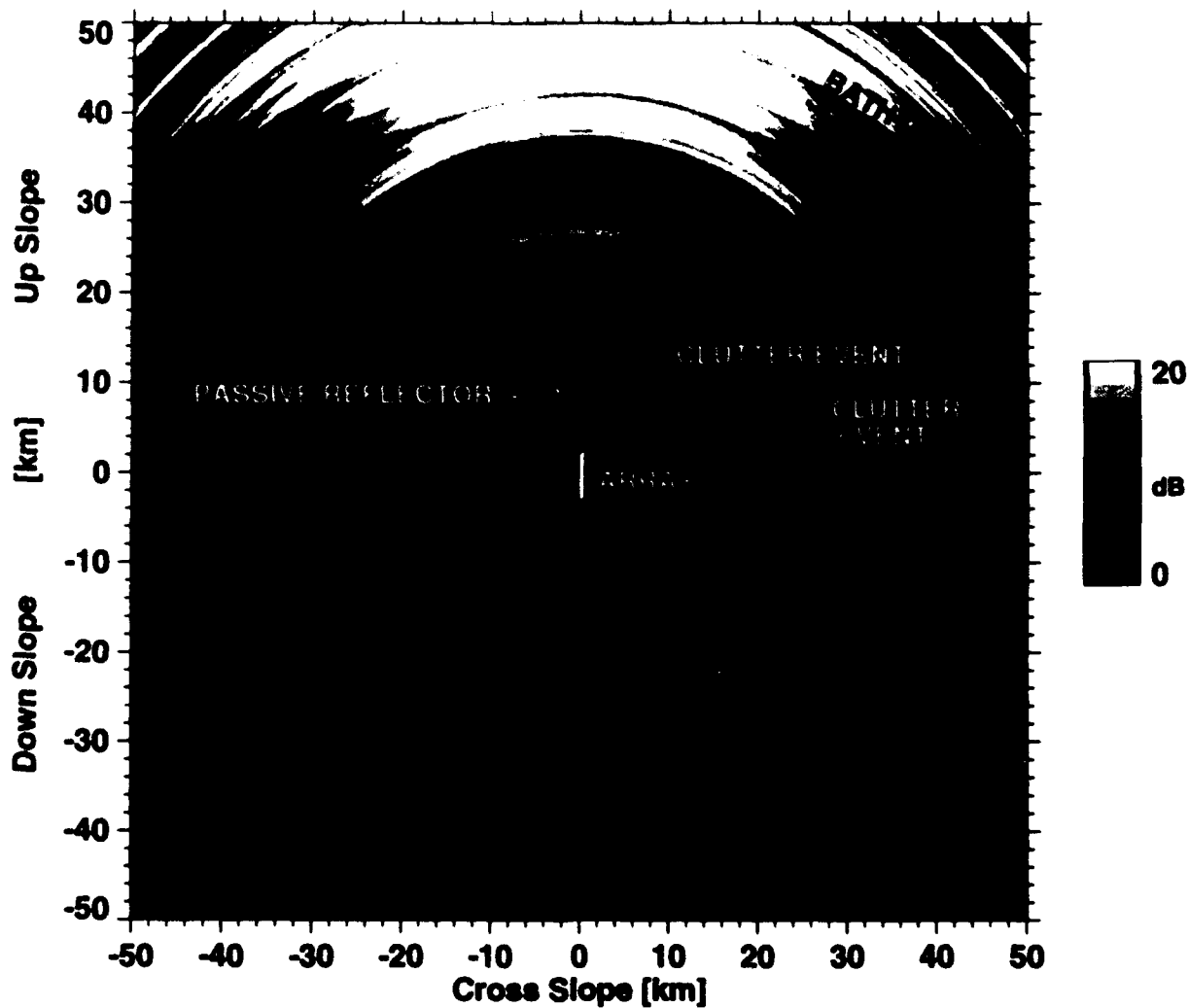
# DARPA ACT1 TEST WIDEBAND SCATTERING 30-400HZ



Fri Dec 11 20:09:50 1992

ONT3bw.ps

**DARPA ACT1 TEST  
WIDEBAND SCATTERING  
30-400HZ**

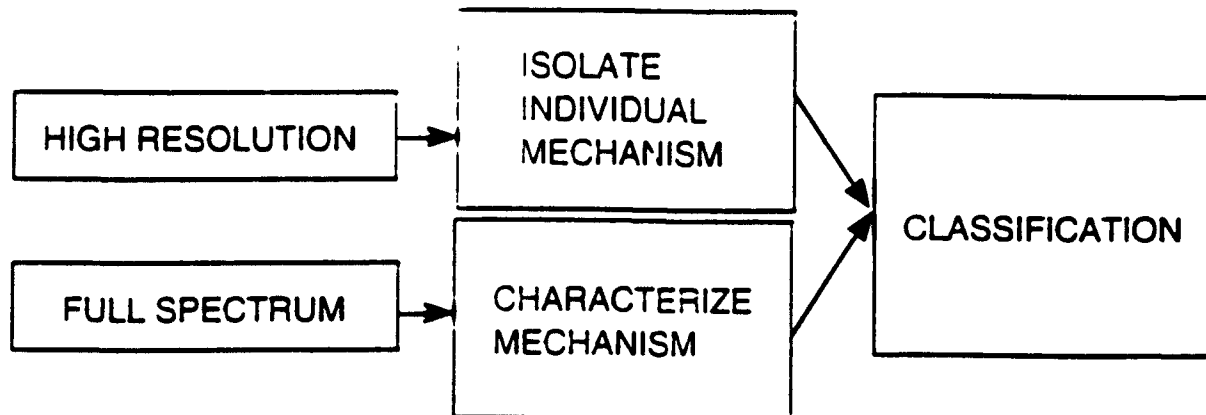


Fri Dec 11 20:09:43 1992

ONT3bw.ps

## FULL SPECTRUM FOR CLASSIFICATION

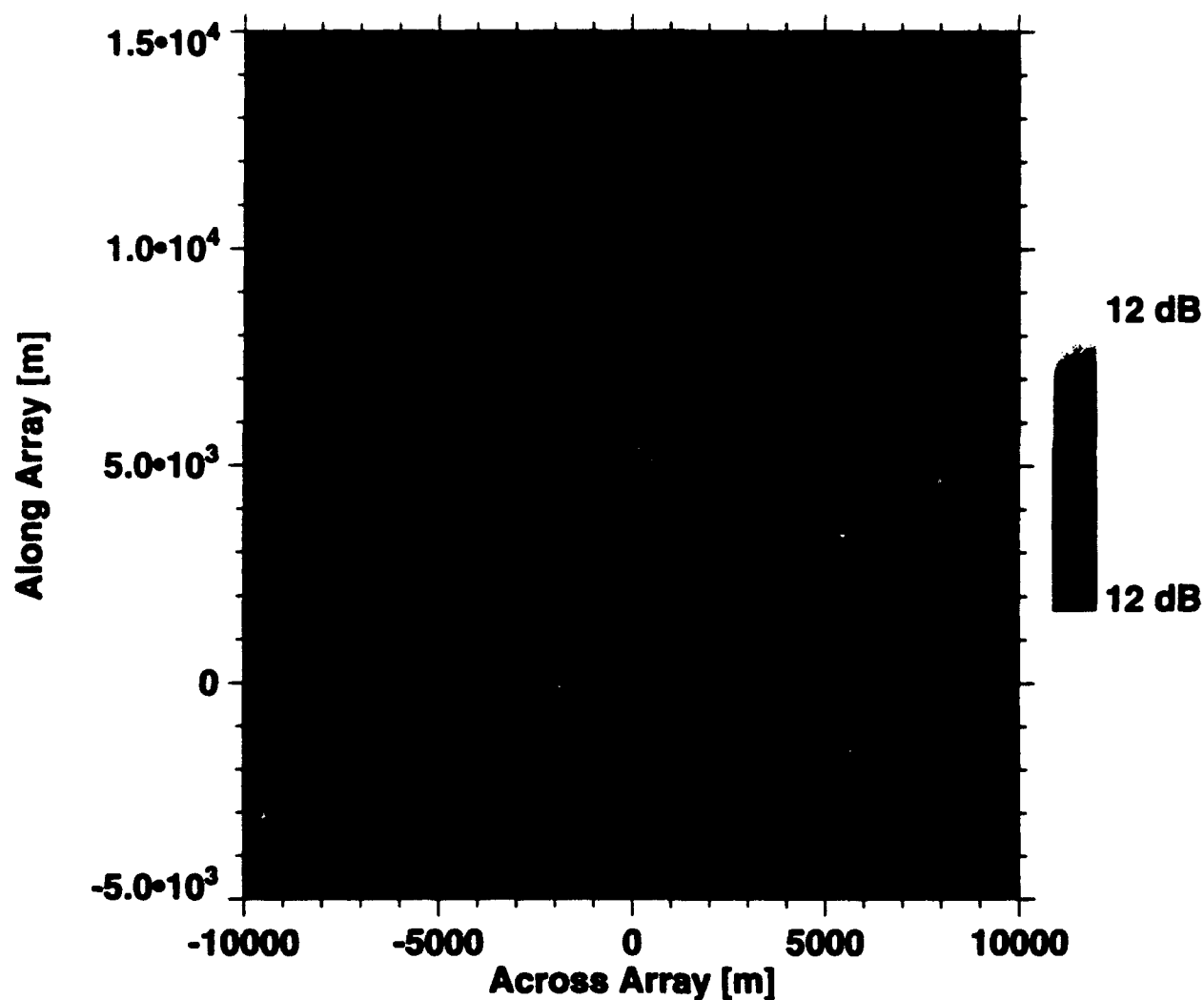
Potential contacts should have distinguishing spectral characteristics



Scattering Process	Characteristic
sub-bottom features	low frequency
bottom interface	reflects bottom correlation scale
biologics	Rayleigh scattering and swim bladder resonance
near-surface bubbles	reflects plume details
data glitches	"white noise"
targets	reflects complex elastic structure

## TWO-SIDED BROADBAND IMAGING

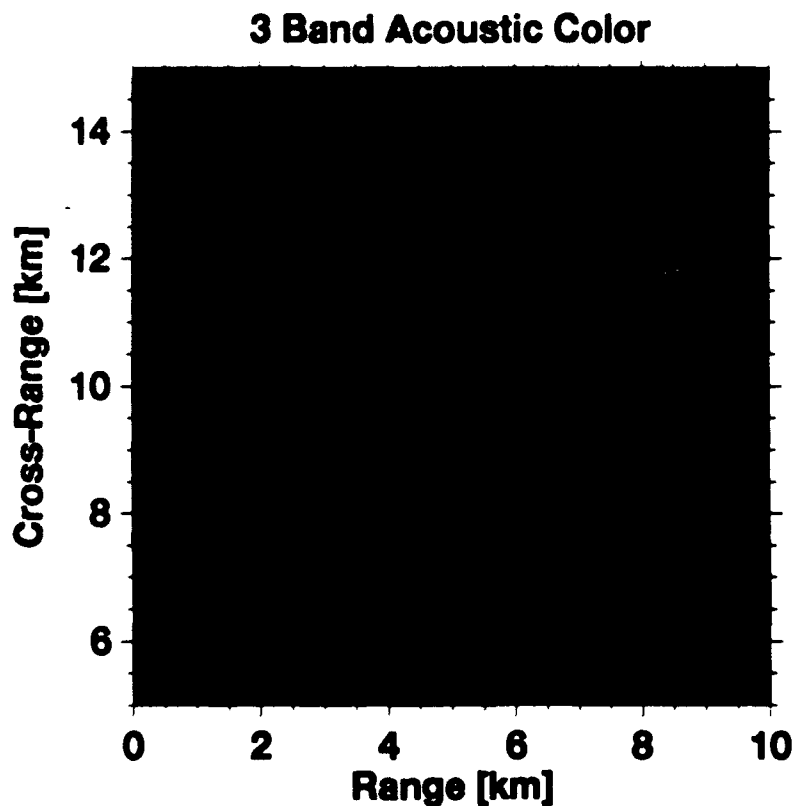
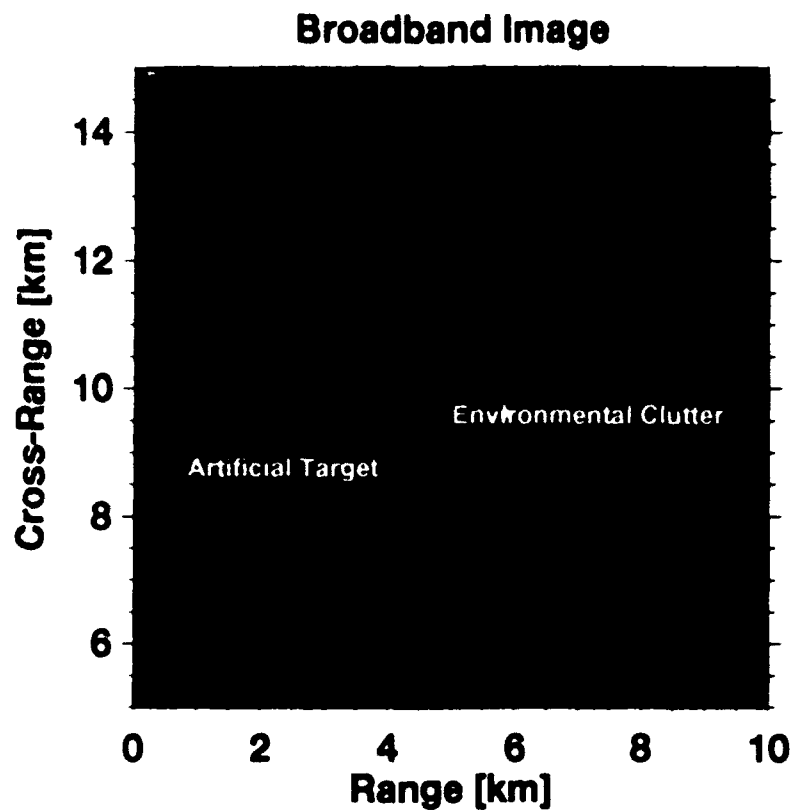
UNDOA on Left, False Alarm on Right



Wed Oct 28 08:07:25 1992

Shot: mr1h6





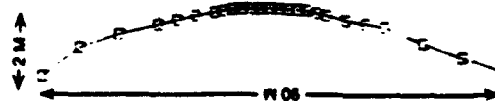
plot2.ps

**Figure 4 Two scattering events with similar spatial structure which can be classified using their spectral content. Data from ARPAs ACT I Gulf of Mexico Test.**

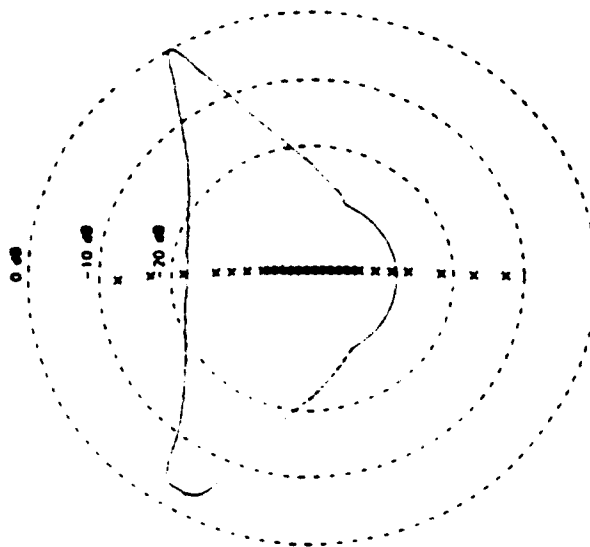
# EXAMPLE OF LEFT-RIGHT AMBIGUITY RESOLUTION WITH WASPS

Active: 100 - 400 Hz

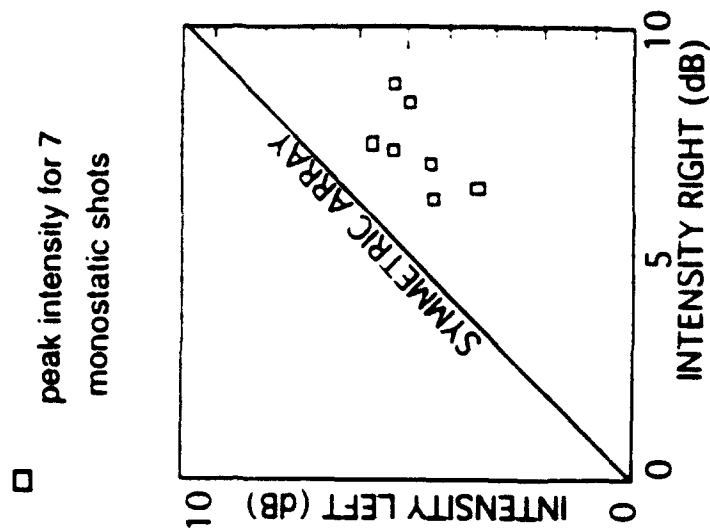
Array Asymmetry



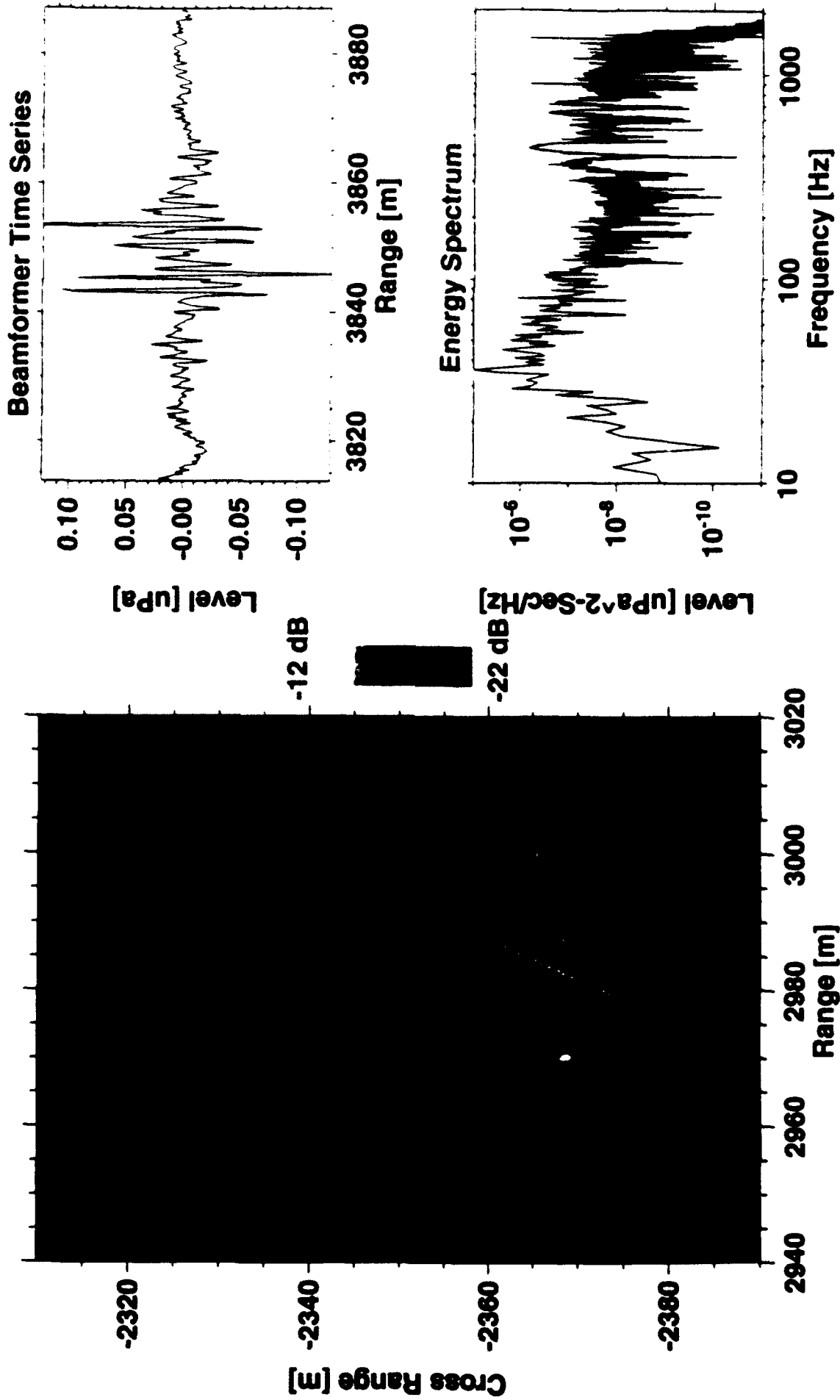
Two-Sided  
Beampattern



Left-Right Resolution of  
Clutter Event at 26 km



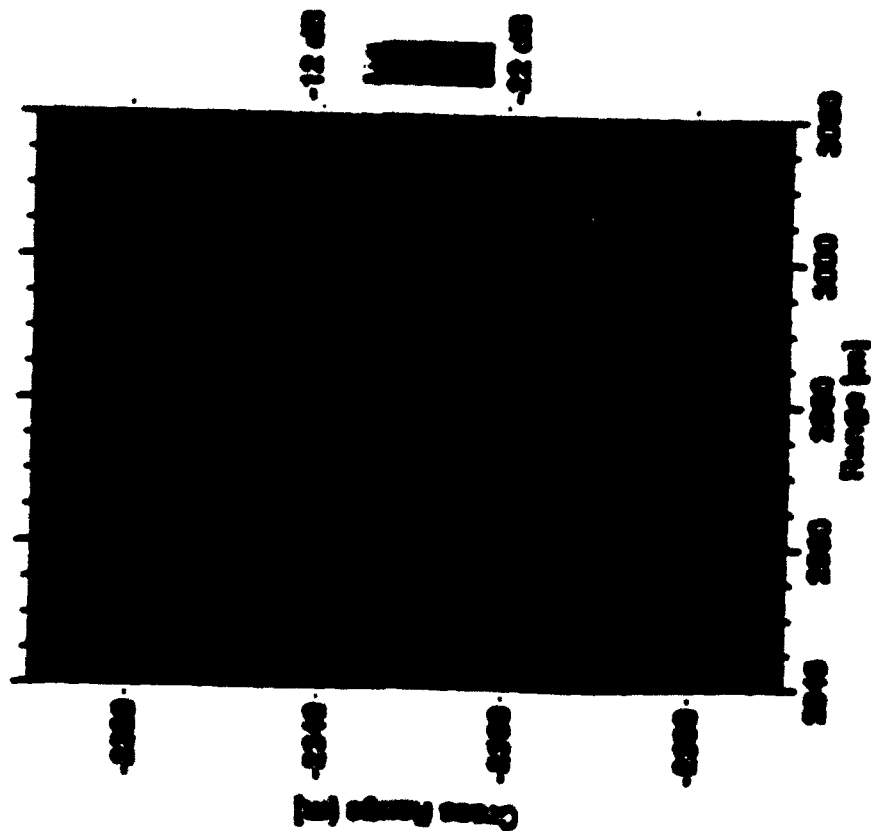
# Volume Feature and Associated Multipaths From CST7



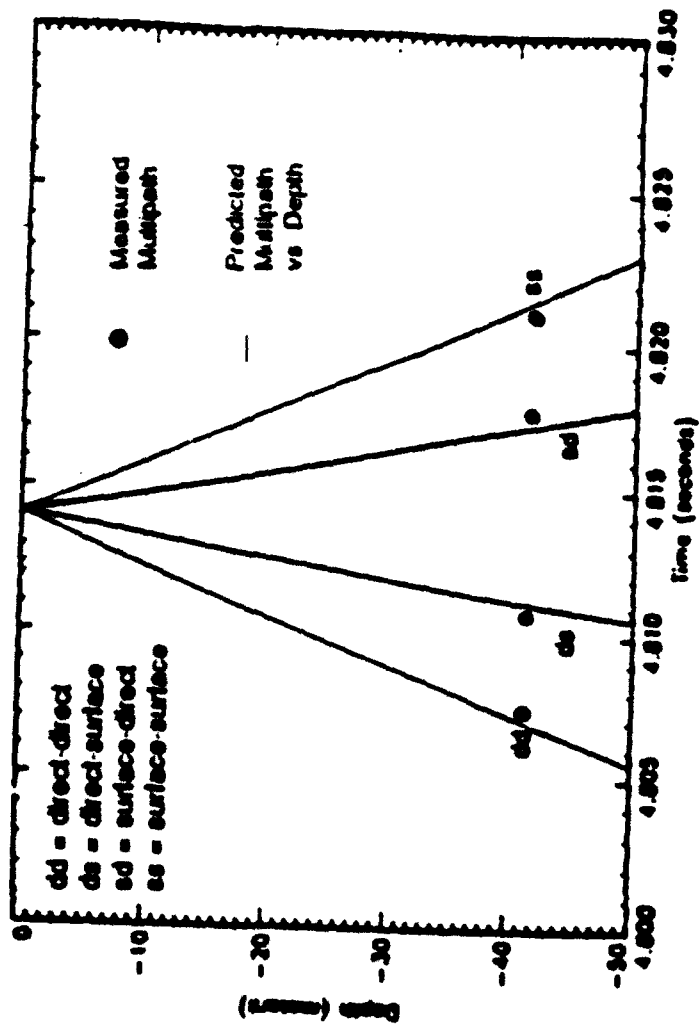


# EXAMPLE OF DEPTH CLASSIFICATION BROADBAND LFA

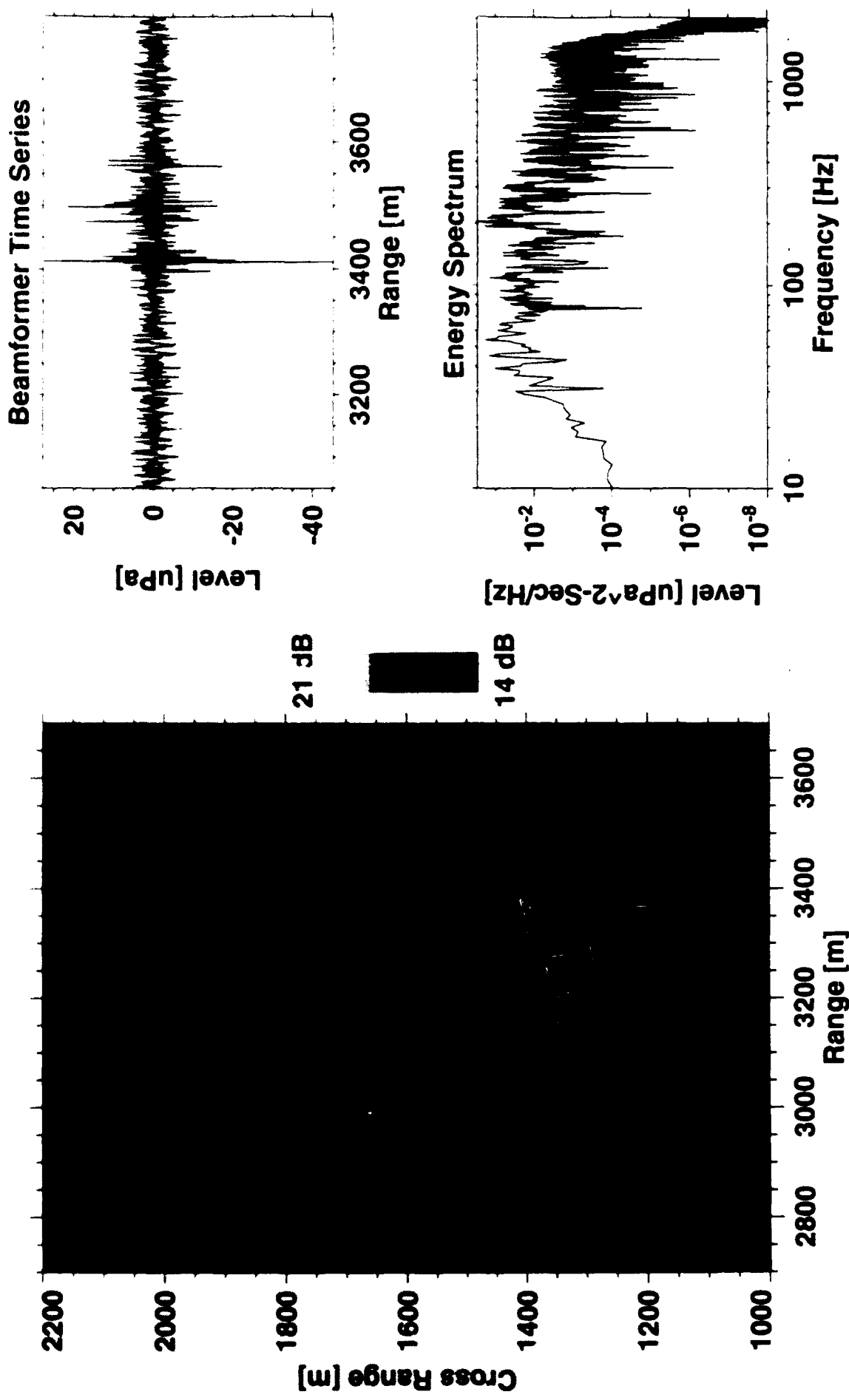
## MULTIPATH RESPONSE



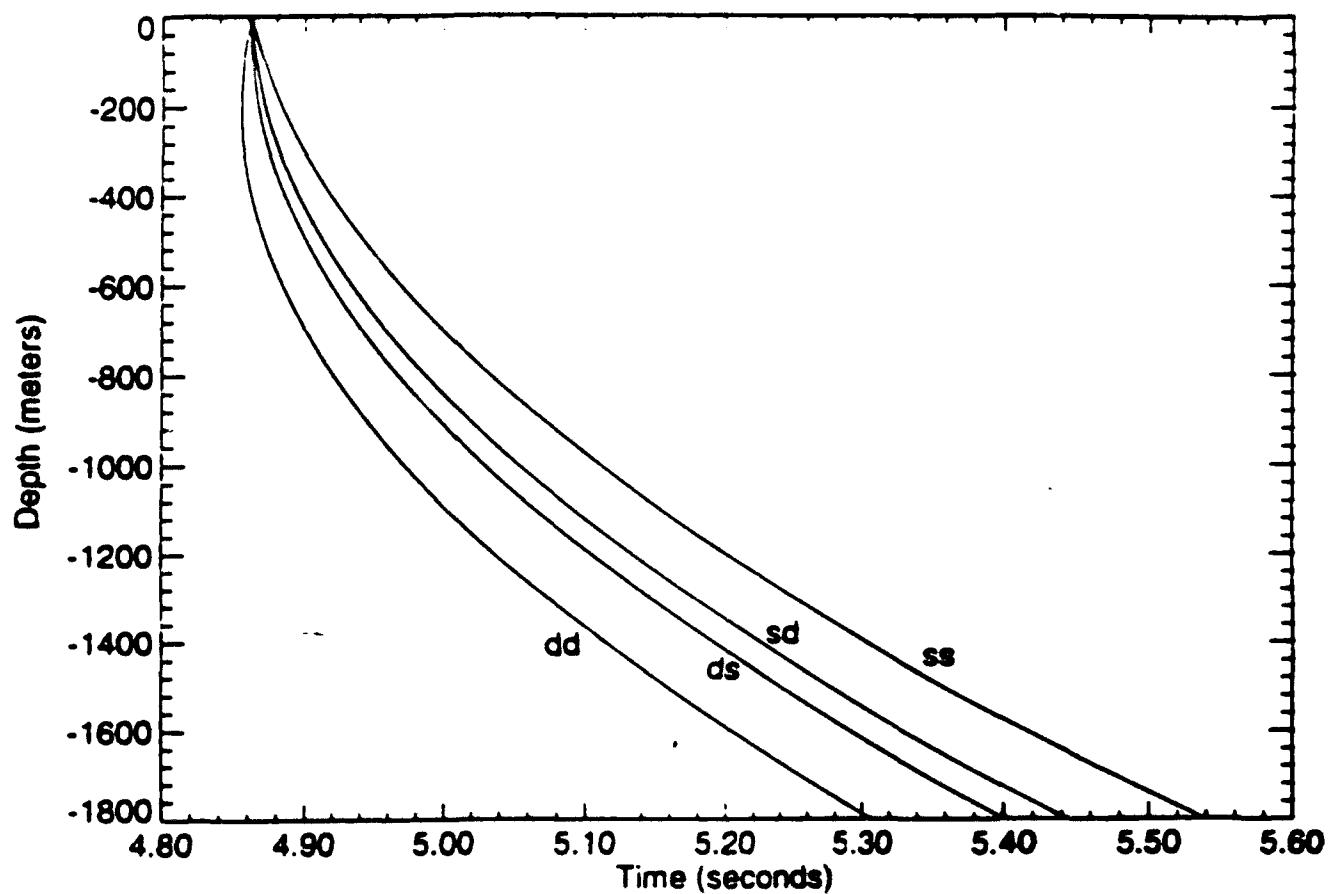
## DEPTH LOCALIZATION



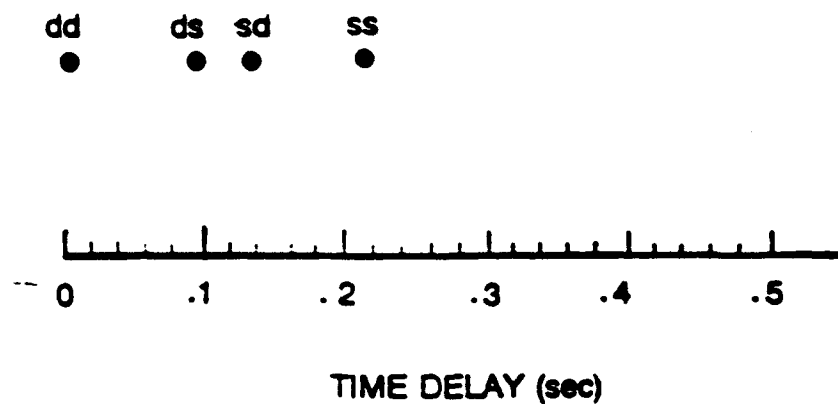
# Bottom Feature and Associated Multipaths From CST5



# PREDICTED MULTIPATH FOR A CONTACT AT (3050m, 1450m), CST 5



# MEASURED MULTIPATH FOR A CONTACT AT (3050m, 1450m), CST 5



# CURRENT AND PENDING ARETÉ DATA BASES

## Current Data Base

Experiment	Sponsor	Location	Water Depths (m)	Frequencies (Hz)	Comments	Sensor
CST-5	ONR/AEAS	Mediterranean Sea	1000-2000	100-1500	Bottom Features	Horizontal towed array
CST-7	ONR/AEAS	Gulf of Alaska	5000	100-1500	Surface and volume features	Horizontal towed array
CST-7	DARPA	Washington Coast	150-500	100-1500	Bottom Features	Horizontal towed array
Broadband Transmission	Martin Marietta	Santa Cruz Range	300-800	500-5500	Bottom and surface reflection	Vertical array
Dolphin Target	ONR, Martin Marietta	San Diego Coast	100-3800	100-6000	Bottom loss, backscattering and features	vertical array
ACT-1	DARPA	Gulf of Mexico	50-400	50-2000	Long-range bottom interaction	Bottom horizontal and vertical arrays

## Pending Data Base

Experiment	Sponsor	Location	Water Depths (m)	Frequencies (Hz)	Comments	Sensor
CST-7	DARPA	Washington Coast	150-2000	100-1500		SQR-19 towed array